

In the Claims:

5 **Please amend Claim 1 as follows.**

1. (Currently Amended) A game system, the game
system having a game program, the system comprising:

10 at least one game controller, each game controller
including apparatus permitting a user to generate user
input signals, the game controller including a ~~local~~
controller display unit, the controller display unit
displaying game objects relating to the status of the game
program;

15 a game hub coupled to each game controller, the game
hub receiving user input signals and integrating the user
input signals in a the game program, the game hub
generating ~~local~~ game controller display signals and status
display signals in accordance with the a current status of
20 the game program, the ~~local~~ game controller display signals
being transmitted to ~~each local display unit~~ the game
controller; and

25 a display unit coupled to the game hub, the display
unit displaying an image determined by the status display
signals.

Please amend Claim 2 as follows.

2. (Currently Amended) The system as recited in claim 1, wherein the ~~local~~ game controller display signals
5 provide data to the user of the game controller not available to users of other game controller(s).

Please amend Claim 3 as follows.

10 3. (Currently Amended) The system as recited in claim 2, wherein the data provided by the ~~local~~ game controller display signals permit the user to interact with the game program.

15 **Please amend Claim 4 as follows.**

4. The system as recited in claim 1, wherein the game hub and the game ~~controller~~ controllers are remote from each other.

20 **Please amend Claim 5 as follows.**

5. A method of implementing a game program, the method comprising:

25 ~~displaying a different set of image objects to each player interacting with the game~~

transmitting user input signals from a game controller to a game hub, the input signals advancing the game program; and

5 transmitting status signals from the game hub to the game controller, the status signals providing the user with a status of the game program.

Please amend Claim 6 as follows.

10 6. (Currently Amended) The method as recited in claim 5, wherein ~~displaying a different set of image objects includes display the image objects on a local~~ the status signals provide image objects displayed on a display unit associated with a game controller.

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Please amend Claim 7 as follows.

7. (Currently Amended) The method as recited in claim 6, ~~further including interacting with the game program by the player based on the display of the image objects~~ assist a user in selecting input signals.

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Please amend Claim 8 as follows.

25 8. (Currently Amended) The method as recited in claim 7, wherein at least one ~~player~~ game controller is remote from the game ~~program~~ hub.

Please amend Claim 9 as follows.

9. (Currently Amended) For use with game apparatus,
a game controller interacting with a game program being
5 executed in a game hub, the game controller comprising;

at least one signal input device for generating
signals interacting with a game program; and

a ~~local~~ display unit for displaying ~~images results~~
image objects resulting from local display status signals
10 ~~generated in response to~~ transmitted from the game program.

Please amend Claim 10 as follows.

10. (Currently Amended) The game controller as
15 recited in claim 9, wherein the ~~local display signals~~
~~generated by the game program~~ image objects are specific to
the ~~local display unit~~ game controller user's interaction
with the game program.

20 **Please amend Claim 11 as follows.**

11. (Currently Amended) The game controller as
recited in claim 10, wherein the ~~images~~ image objects
displayed by the ~~local~~ display unit permit a the game
25 controller's user to interact with the game program.

Please amend Claim 12 as follows.

12. (Currently Amended) The game controller as recited in claim 11, wherein the game apparatus includes a
5 game hub coupled to the game controller and a status
display unit coupled to the game hub, the game program
being executed in the game hub, the status display unit
displaying the current status of the game program.

10 **Please amend Claim 13 as follows.**

13. (Currently Amended) The game controller as recited in claim 12, wherein the ~~game hub and the game~~
~~controller are coupled by electro-magnetic transmissions~~
15 the status signals transmitted by the game hub to the game
controller relate only to the interaction of the user of
the game controller with the game program.

Please add Claim 14.

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14. (New) The system as recited in claim 5 wherein
transmitting status signals from the game hub to the game
controller includes transmitting status signals that are
specific to the user of the game controller receiving the
25 status signals.